

## 7 If teachers ask questions or provide guidance designed to unlock and deepen the ideas of students, would it have any positive effects on the students?

The primary schools and junior high schools that replied that "the teachers asked questions or provided guidance designed to unlock and deepen the ideas of students" tend to have a higher average correct answer rate for the "questions mainly to evaluate the 'knowledge utilization skill' (B)" of the National School Achievement Tests. The same trend can be found in the "questions mainly to evaluate the 'accumulation of knowledge' (A)."

(IP creation education does not aim to improve the correct answer rate of the National School Achievement Tests per se)

[Questionnaire for schools] Did the teachers ask questions or provide guidance designed to unlock and deepen the ideas of students?

Primary schools (public and private schools)

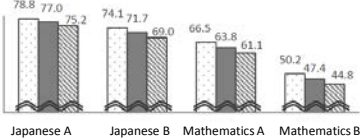
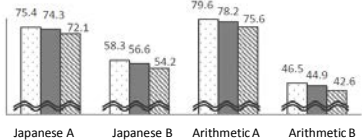
Junior high schools (public and private schools)

Average correct answer rate depending on the answer choice

\* Since the number of schools that replied "Not at all" was less than 100, those schools were combined with the schools that replied "Not much."

□ Frequently ■ Relatively frequently □ Not much/Not at all

□ Frequently ■ Relatively frequently □ Not much/Not at all



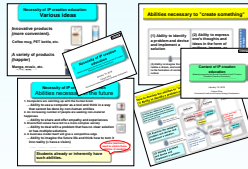
Cited from page 6 of the "Results of the FY2017 National School Achievement Tests" available on the website of the National Institute for Educational Policy Research (<http://www.nier.go.jp/17chousakekkahoukoku/index.html>)

## 8 Future plan?

- (1) We will collect study materials that will help students nurture creativity and enjoy the process and make it available to the public in a manner that is convenient for school teachers (those study materials will be linked with the Course of Study guidelines)
- (2) We will accumulate the records of IP creation education projects and disclose them to the public
- (3) We will promote the collaboration between school teachers and specialists of creativity development education and make the most of the unique characteristics of each community in the course of providing IP creation education.

- Please click the link below for more information on the necessity and content of IP creation education.

<https://www.kantei.go.jp/jp/singi/titeki2/tizaikyoiku/taieika.html>



- Information related to IP creation education is available on the website and Facebook of the Cabinet Office.

(HP) <https://www.kantei.go.jp/jp/singi/titeki2/tizaikyoiku.html>



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# IP creation education

- ▶ Create something (Think of an idea and realize it)
- ▶ Value a creation (Value the originality)

Secretariat of Intellectual Property Strategy Headquarters, Cabinet Office



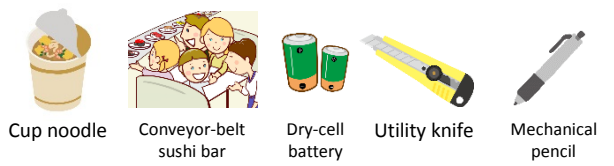
# 1 What is intellectual property?

"Intellectual property" is something created as a result of creative activities of people. Many ideas are turned into reality (= creation) and enrich our daily lives.



A mug handle provides a cool and comfortable grip! Many manga comics make us happy!

Japanese creations famous in the world



# 2 New society and new needs in the future

As a result of the drastic changes in the social and industrial structures, needs for abilities of students has been changing.

Changes in the social and industrial structures

Abilities necessary in the future

- 1 Computers are catching up with the human brain → Ability to use a computer as a tool and think in a way that cannot be done by non-human entities
- 2 An increasing number of people are seeking non-material happiness → Ability to share and offer empathy and experiences
- 3 Diversified values have led to a more complex society → Ability to deal with a problem that has no clear solution or has multiple solutions
- 4 A business model itself will give a competitive edge → Ability to imagine the future life and think how to turn it into reality (= have a vision)

Students already or inherently have such abilities.

Adults (teachers) need to bring out these abilities of students!

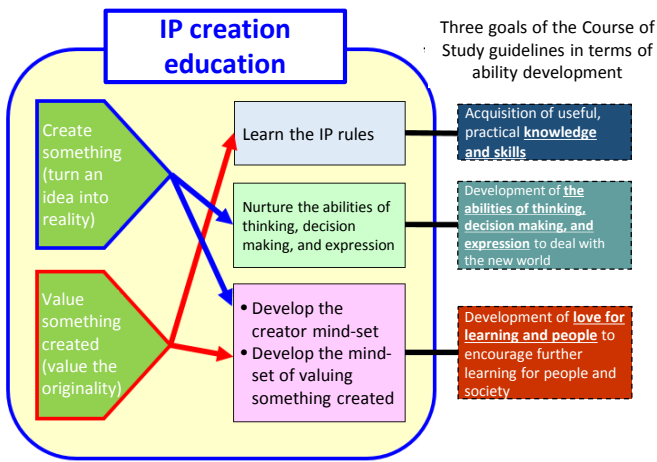
# 3 IP creation education

Amidst drastic changes in the social and industrial structures, it is necessary to educate students so that they can turn ideas into reality when they are grown up. IP creation education promotes the understanding and internalization of the idea of "creating something" and "valuing something created" and thereby enriches society, while allowing students to enjoy the process.



# 4 Relations with the Course of Study guidelines

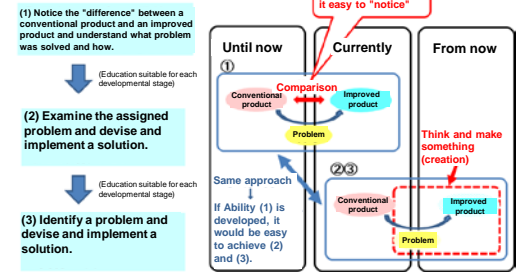
According to the Course of Study guidelines, students are expected to be highly creative and contribute to the creation of a sustainable society. IP creation education is designed to develop the three abilities nurtured under the Course of Study guidelines and does not require activities outside the guidelines.



# 5 How to encourage people to "create something"

To "create something," the following abilities are necessary, for example. (1) Ability to identify the problem and devise and implement a solution (2) Ability to express one's thoughts and ideas in the form of writings, images, or sounds. (3) Ability to imagine the future, realize a dream, and contribute to the creation of society and culture

[Example of creativity development method]



# 6 Can IP creation education be provided in regular classes?

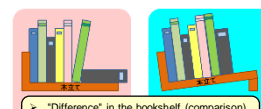
IP creation education can be provided in ordinary classes if the teacher aims at nurturing the creativity of students. It would be possible to provide an advanced version of such education in a class of integrated studies or during club activities.

[Annual study plan for the fifth grade of a primary school]

School Year	Month	First semester											
		May	6	7	8	9	10	11	12	13	14	July	
Japanese	Let's read a newspaper (2)	Honoretics (2)		Learning from 1000 year-old nails [Column] Copyrights (5)									
	History of Chinese characters (2)	Reading books											
	Living creatures have a cylindrical shape (7)	Chinese characters 2 (1)											
	Chinese characters 1 (2)	World of classics I (2)											
	Let's listen (6)	Chinese characters (1)											
		Summer night (2)											
Number of hours	20		10										13
Art and Handcraft	Using cards	Fret saw		Erase and write		Animation							

[Coloring example]

Three goals of IP creation education	
Learn IP rules	
Nurture the abilities of thinking, decision making, and expression	
Develop the creator mind-set	
Develop the mind-set of valuing something created	



"Difference" in the bookshelf (comparison) What are the problems with the conventional bookshelf?

Do you have any good summer memory? Express it in a painting in your own way.



It is important to let students express their thoughts and ideas in paintings, appreciate the painting of each student, feel the happiness and excitement expressed in the painting, and value the originality of each student.